

## **AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1-26. (Cancelled)

27. (Currently Amended) A character communication device connected to a network and enabling communication at least by characters, comprising:

transmitting and receiving means for implementing a communication of messages with a communication device of a counterparty of the communication via said network;

communication content displaying means for displaying in a communication content displaying area of a screen display a content of the communication with said communication device of said counterparty;

candidate term displaying means for displaying in a candidate term displaying area of said screen display a group of candidate terms prepared in advance for the communication of said messages;

term selecting means for outputting a term selected by a communicator out of said group of candidate terms; ~~and~~

message forming means for serially displaying a plurality of output terms in a message editing area of said screen display, thereby forming a message and sending the formed message to said transmitting and receiving means; and

candidate category switching means for switching between sets of candidate terms.

wherein said sets of candidate terms include at least one group of candidate terms, and

wherein said sets of candidate terms are classified according to at least one of a set of names of said participants in the game, and a plurality of nouns, pronouns, verbs, adjectives, inflections, symbols, or user-registered short sentences that are related to the game.

28. (Previously Presented) A character communication device according to claim 27, wherein the communication device of said counterparty is either a host computer executing a program of a communication-type game which develops in response to an access by a plurality of computers each having a character communication device, or a communication device operated by a plurality of participants taking part in said communication-type game.

29. (Previously Presented) A character communication device according to claim 27 or 28, wherein said candidate term displaying means receives said group of candidate terms from said communication device of said counterparty.

30. (Canceled)

31. (Currently Amended) A character communication device according to ~~any one of claims 27 and 28 through 30~~, wherein said candidate terms are arranged in

a table in a plurality of pages, and one of said plurality of pages is displayed in said candidate term displaying area.

32. (Currently Amended) A character communication device according to claim 27, further comprising:

storing means for storing a database including a plurality of messages in a single language and a mark added to one or more of said plurality of messages;

a menu displaying device for selectably displaying some of said plurality of messages on a menu screen of a said screen display;

message mark outputting means for outputting the mark corresponding to a selected message by referring to said database; and

transmitting means for transmitting the outputted message mark ~~marks~~ to the ~~a~~ counterparty of a communication.

33. (Currently Amended) A character communication device according to claim 32, wherein said plurality of messages are displayed on said screen display in a form of a card.

34. (Currently Amended) A game device comprising the character communication device according to any one of claims 27, 28, 32, or ~~[[30-]]~~33.

35. (Previously Presented) A game device according to claim 34,  
wherein a selection operation by an operator is performed via a game controller serving  
as an inputting device of the game device.

36. - 37. (Canceled).